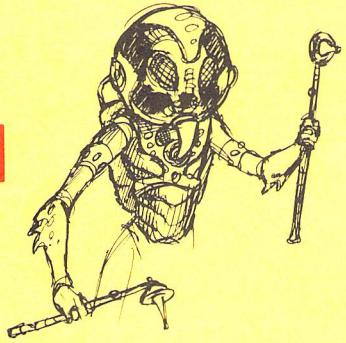
Rescue at Rigel



SUMMARY OF PLAY

For Sudden Smith, getting into the Tollah moonbase was not difficult. The hard part was finding his way through the maze of underground corridors, tunneled-out chambers, gravshafts, and teleportals, releasing the ten humans held captive somewhere within—and getting out alive. Not that there was much choice: a full-scale attack from space would ensure the death of the prisoners.

The trouble had started when a renegade High Tollah, fearing the traditional Tollah punishment for deposed leaders (being demandibled), sought sanctuary in the Stellar Union. In a snit of frustration, the remaining High Tollah ordered a clawful of the nearest men and women—who happened to be from the Orion colony of Ultima Thule—taken prisoner. Inside a secret base on a moonlet circling Rigel, on the fringe of human-occupied space, Tollah scientists used their unwilling subjects to find a means of reducing the human race to the status of Common Tollah—which is to say, sheep. In the Tollah scheme of things, there was room in the cosmos for only one set of decision-makers: the High Tollah.

Rescue at Rigel, our first STARQUEST, brings the man-to-man excitement of our DUNJONQUEST series to the familiar universe of our ORION science-fiction games. It's a struggle not only against armed aliens, hostile creatures, and an unexplored environment, but also against time and the dwindling resources of the vital powerpack. As Sudden Smith, it's all up to you: You decide when to activate your force shield and at what setting to keep your powergun. You must pick your way through the convoluted levels of the base and, out of the five dozen chambers, find the rooms in which each of the captives are held. There's a stripped-down gunboat waiting in orbit, but it takes energy to make contact and get each prisoner beamed aboard. Can you rescue them all? Once your powerpack is depleted, you have only the handful of charges in your blaster to keep you alive long enough to get back to your rendezvous point and your last chance to escape the Tollah yourself!

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Table 1. Movement Commands

What You Enter	Meaning
#1 to 9	Move forward 1 to 9 feet
SHIFT key and 1 to 9	Dodge and move forward 1 to 9 feet
R	Turn right
L	Turn left
V	Turn around (*volte-face*)

Table 2. Combat Commands

What You Enter	Meaning
B	Fire blaster
F	Fire powergun
P	Set powergun level. Followed by message: TO WHAT? Enter the number (1–9) of the new setting you want.
S	Force shield on/off
A	AMBLE system on/off
M	Melee (hand-to-hand combat)

Table 3. Special Commands

What You Enter	Meaning
H	Heal your wounds with your medikit
T	Activate transporter beam
D	Determine depth of present position
C	Count the number of captives released
?	Negotiate with alien creature

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P.O. Box 4247, Mountain View, CA 94040